

Final Conflict **for the** **Atari**

by
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FINAL CONFLICT

You are the Central Controller—an artificial intelligence—pitted against an implacable enemy. You direct your forces through dangerous fields from your position in an all-too-vulnerable base.

Your robot weapons must avoid radioactive craters, the ruins of a demolished civilization and enemy weapons as they seek to destroy the enemy base.

You must be fast, accurate, flexible and foresighted as you program your troops.

Otherwise. . . .

FINAL CONFLICT may be played with emphasis on either a tactical or a strategic game.

In the tactical mode, you program and release your robots as rapidly as possible while the game progresses. In the strategic mode, you complete the entire programming of your robots, then watch as your orders are carried out. The game speed determines the degree of tactics or strategy, so experiment with different combinations!

Remember, the only scoring in FINAL CONFLICT is the ultimate score: survival or complete annihilation.

HARDWARE REQUIREMENTS

To play FINAL CONFLICT, you will need an Atari 400, 800 or 1200, an Atari 810 Disk Drive, a TV or monitor and a joystick. A BASIC Language cartridge and at least 48K of memory are required.

LOADING INSTRUCTIONS

1. Remove all cartridges except the BASIC Language cartridge from the Atari.
2. Insert the FINAL CONFLICT disk into the disk drive, label side up. Turn ON the disk drive.
3. Turn ON the Atari and the TV or monitor.
4. Upon completion of a successful load, the game will begin automatically.

SELECTING A GAME

You may choose either to play the standard FINAL CONFLICT game or to custom-build a game of your own design. The variables involved in both the standard game and the custom-built game are time allowed for order preparation, speed of the game and battlefield layout.

ORDER PREPARATION TIME: You may select from 0 to 30 minutes to prepare orders for your robot army before the battle begins. The Standard Game allows you approximately two minutes to program your robots.

GAME SPEED: You may choose a game speed from 1 to 10. Game speed controls the pace at which orders are carried out during the battle. If you choose a fast speed, like 1 or 2, there is very little time available during the battle to enter additional instructions. In a game with the emphasis on strategy and premovement planning, a game speed of 1 or 2 will carry out your programmed battle strategy quickly. If, however, you want a tactical game, select a slow game speed, like 9 or 10, to allow sufficient time between periods of order execution to program in additional orders. This will generate a game where battlefield decisions are critical and must be made instantly. The Standard Game moves at a medium speed (about 5).

BATTLEFIELD LAYOUT: The Standard Game will have a lightly populated game grid consisting of one lake, nine buildings and several trees, hills and craters.

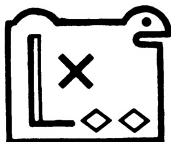
If you choose to design a game yourself, you will be asked to pick the number of buildings (0-15), the number of craters (0-15), the number of trees (0-15), the number of hills (0-15) and the number of lakes (0-3) which will appear on the game grid.

Once you have selected the battlefield terrain features, you may choose to redraw the game grid before the game begins. When you are asked, "Do you want another layout?" enter "Y" for "Yes" or "N" for "No". If you enter "Yes", you have the option of choosing either a different Standard Game layout or redesigning a custom game.

THE BATTLEFIELD

This is the terrain over which you must maneuver your robot weapons:

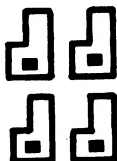
Bases: Your base and your enemy's base each occupy six squares. Robots leave the base by being placed on the arrow square, facing in the direction of the arrow. If a robot penetrates the enemy's Central Controller—the X or bracket square—the game ends. Destruction of any other square of the base causes the Central Controller to shut down for repairs. The time required for repairs varies unpredictably.



Craters: Craters occupy one square and can be formed by collisions between robots (either your robots or enemy robots) and surrounding objects. Once a crater is created, it is forever deadly to enter it.



Buildings: These are the ruins left from the civilization that used to inhabit the battlefield. Robots that crash into these ruins detonate, sometimes creating a crater.



Lakes: Lakes are impassible, too deep to ford. A robot entering a lake is lost.



Woods: Robots from the West know the secrets of the woods and may usually pass through them unharmed. East forces, however, will be destroyed if they enter.



Hills: The East has boobytrapped the hills and the Western forces attempting to cross will be destroyed. But robots from the East can usually cross safely.



PROGRAMMING YOUR ROBOT ARMY

The West Base robots (upper left of screen) are controlled by the joystick in Port 1 while the East Base robots (lower right of screen) are controlled by the computer.

Orders are given to your robots by moving the joystick until the proper command appears on the screen and then pressing the joystick button to enter the command. Remember, robots can be programmed only before the battle begins and during lulls in the action. Ten robots can be active on each side at one time, but both sides have an endless supply. If a robot is destroyed, another will become available for battle. Your robot's commands, however, must be complete before it leaves your base. Once on the battlefield, that robot is beyond your control. A robot whose commands are not complete before it leaves the base will move randomly on the battlefield.

These are the commands you may issue:

LEFT TURN: Robot turns 90 degrees to the left of the direction in which it is facing.

RIGHT TURN: Robot turns 90 degrees to the right of the direction in which it is facing.

MOVE n: A two-part instruction. First press the joystick button to select the MOVE command. Then move the joystick to select the number of spaces, from 1 to 9, that your robot will move. Press the joystick button to enter the number of spaces. Your robot will move that number of spaces, one space each turn.

WAIT n: A two-part instruction. First press the joystick button to select the WAIT command. Then move the joystick to select the number of turns, from 1 to 9, that your robot will remain motionless. Press the joystick button to enter this number.

RELEASE: Ends the preparation stage of your robot's instructions and allows you to begin programming the next robot. If you are programming a robot after the battle has begun, entering RELEASE will start the execution of your commands.

CANCEL: Deletes the previous instruction. A number of CANCEL instructions may be entered to delete several previous instructions.

The objective of FINAL CONFLICT is to destroy the enemy's Central Controller located within its base. When an enemy robot collides with the Central Controller, the game ends. Robots have a built-in fail-safe mechanism that prevents them from colliding with their own Central Controller. Instead, the robot "loses its mind"; its program is erased. Robots will also not crash into friendly weapons, but will wait until their path is clear.

TIPS ON STRATEGY

Naturally, each action in FINAL CONFLICT creates a noise and each noise is distinctive. Learn to recognize these sounds so you can monitor the battle even if your eyes are temporarily diverted from the screen.

Never send two robots out in the same path, one following the other. Should the first detonate on impact, it will create a crater for the second to fall into.

WAIT orders are useful in defending your base. Robots may be placed on guard duty at strategic positions by entering multiple WAIT orders to keep them stationary.

Sometimes it is wise to sacrifice a robot to demolish a building. You have an endless supply of robots, but only a limited amount of time. And they are, after all, only robots.

Now power up your computer and begin playing FINAL CONFLICT. Remember, the outcome is either survival, or.

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